EA SPORTS™

TRIPLE PLAY

BASEBALL™

EVERYONE

E

CONTENT RATED BY ESRB

MLB PLAYERS CHOICE

MAJOR LEAGUE BASEBALL®

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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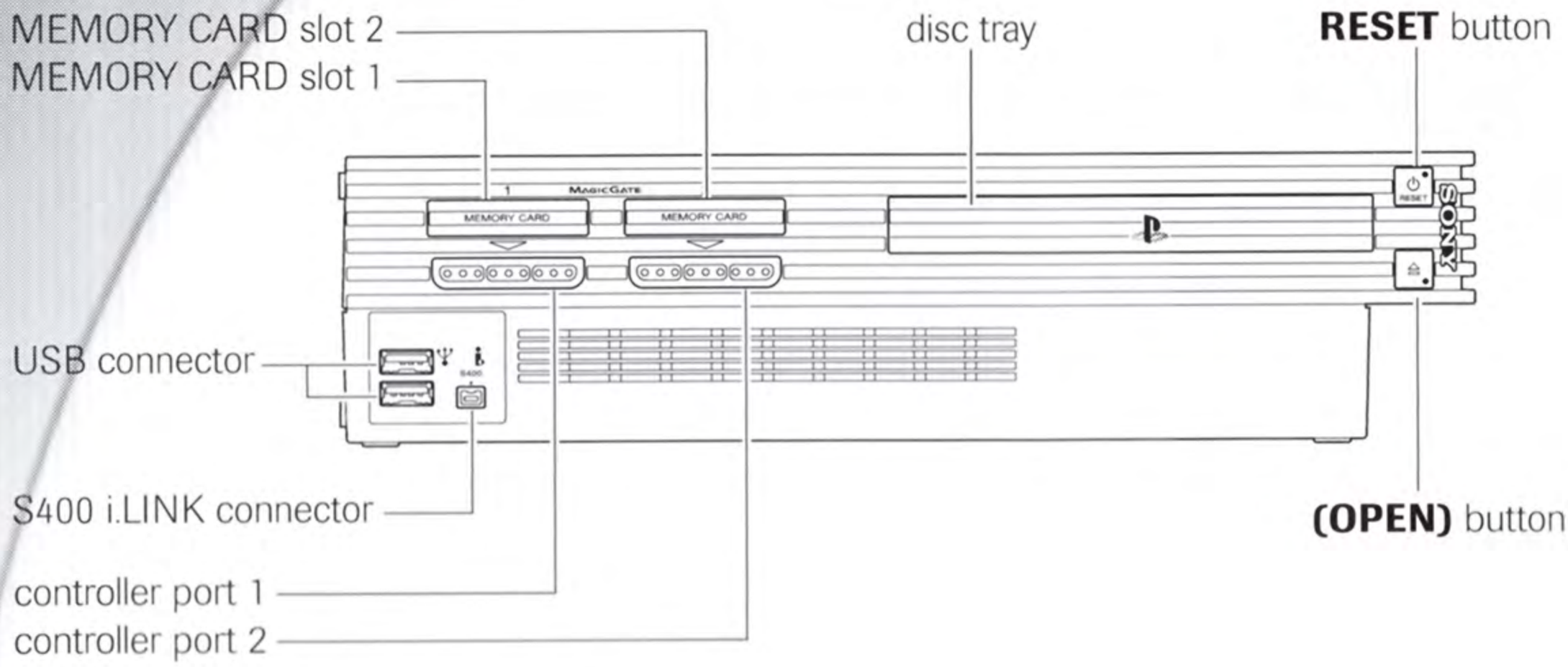
For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.

2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.

3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disk tray will open.

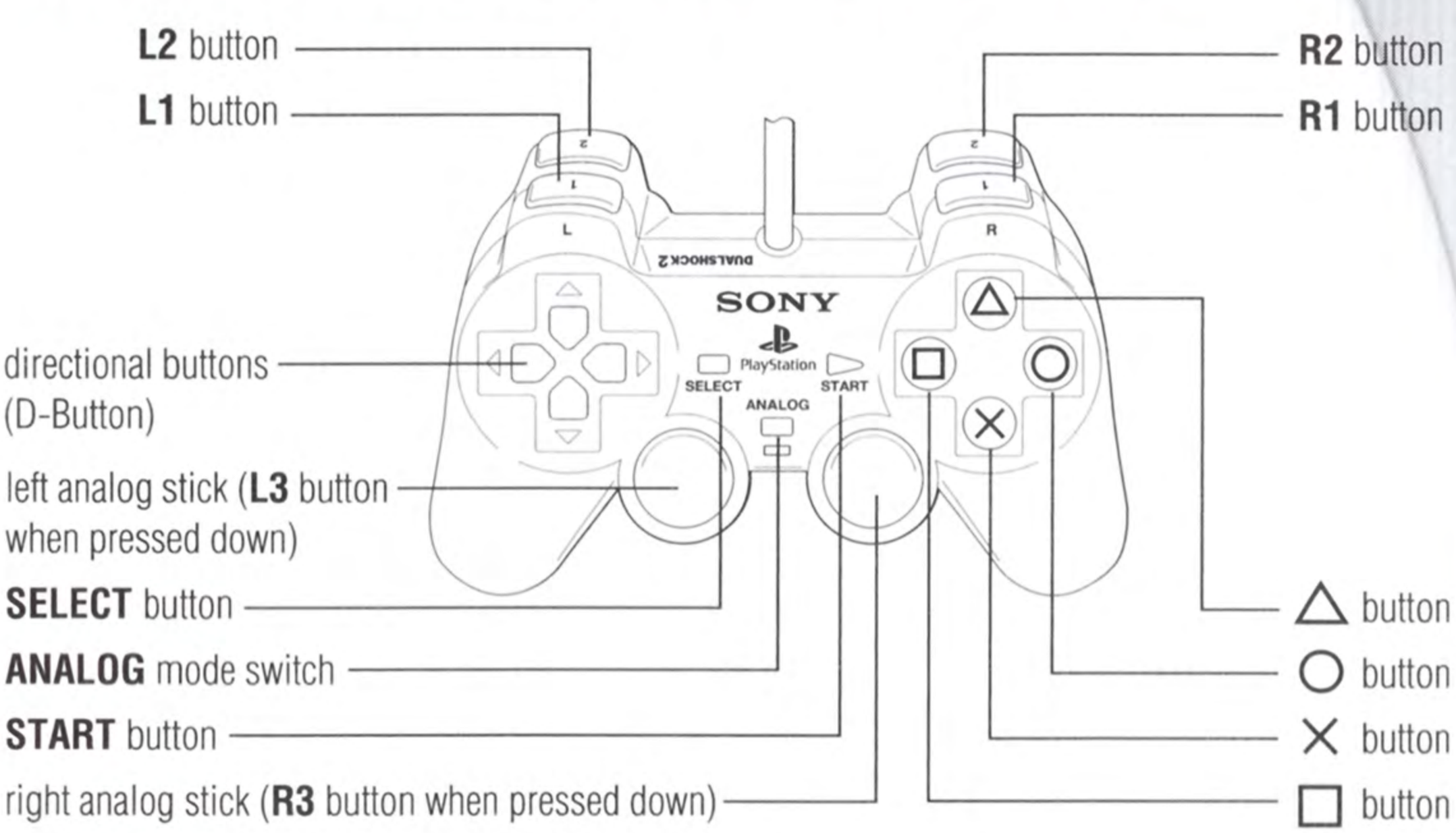
4. Place the *Triple Play Baseball*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

5. Attach game controllers and other peripherals, as appropriate.

6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

Getting started in *Triple Play Baseball* is easier than a routine fly ball. Here's all you need to know to hang with the big boys in Rookie mode. When you're ready to move up to Pro level, learn the more advanced moves listed in Complete Controls (➢ p. 6)

GAME CONTROLS

BATTING/BASERUNNING	CONTROL
Move **batting cursor**	left analog stick
Swing	✖
Bunt	●
Steal	D-Button

PITCHING/FIELDING	CONTROL
Select pitch	✖, ●, ■, or ▲
Cancel pitch (after selection)	●
Move **pitch cursor**	left analog stick
Throw pitch	✖
Move **fielder**	D-Button or left analog stick
Conservative throw	✖ + D-Button or left analog stick

Pitching is pressure-sensitive. The harder you press ✖, the faster the pitch is thrown.

MENU CONTROLS

Highlight menu items	D-Button ↕
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✖
Return to previous screen	▲

INTRODUCTION

Triple Play Baseball is the future of baseball gaming. Never before have the players looked this real, the action been this seamless, or the stadiums been this packed with the emotion and drama of Major League Baseball®. With an improved batter-pitcher interface and immersive interactive fielding, you're part of the action like never before.

- **New pitcher-batter interface**—A visible strike zone and batting cursor give you total batting control. Wait for your pitch then hit it where they ain't.
- **More control on the field**—Intelligent CPU-assisted fielding plus interactive throwing controls draw you deeper into the action.
- **One-button pressure-sensitive throwing controls**—Make a conservative throw after an easy grounder or power your throws to try to turn the double play.
- **Exclusive Big League Challenge license**—Go yard in this home-run hitting contest sponsored by the Major League Baseball Players Association.
- **New play-by-play scripts** featuring Sean McDonough, with Buck Martinez on color commentary.
- **"Depth of Field" effects** give the diamond a more realistic look. You'll think you're watching the real thing on TV!
- **Chuck D, Vitamin C, Utah Saints, Fastball and more** get the stadium rocking.
- **Enhanced AI** with input from Dusty Baker, Manager of the San Francisco Giants and 2000 National League™ Manager of the Year.

COMPLETE CONTROLS

You've mastered the basics, now learn the more advanced moves to take full advantage of the incredible depth *Triple Play Baseball* has to offer. With pinpoint pitch location selection, batting cursor, and one-button throwing, you are in complete control from the first pitch to the final out.

NOTE: Default options are listed in **bold** in this manual.

ACTION	CONTROL
Pause/Resume game	**START**
Access **Smart Help Overlay**	**SELECT**

ON THE MOUND

It's good to have the sluggers on your side, but you have to have solid pitching if you want to win games. Figure out which pitches your hurlers have more command over and which they tend to struggle with. Get to know the limitations of your starters and your bullpen to make sure you have the right pitcher in for any given situation.

Select pitch (pitch choices vary from pitcher to pitcher)	✖, ●, ▲, or ■
Cancel pitch (after selection)	●
Move **pitch cursor**	left analog stick
Throw pitch	✖
Pitchout	D-Button ⇩
Pickoff attempt	D-Button to select base
Activate **fielder positioning** menus	**L1** (outfield), **R1** (infield)

- View the Pitch Selection bar over the pitcher's head to see the available pitches.
- Pitching is pressure-sensitive. The harder you press ✖, the faster the pitch is thrown.

NOTE: When Vibration is ON (▷ *Options* on p. 23), your DUALSHOCK™ 2 analog controller vibrates when you move the pitching cursor in and out of the strike zone.

TIP: Keep an eye on the pitcher's energy level (▷ *Pause Menu* on p. 12). When the pitcher gets tired, consider bringing in a reliever.

IN THE FIELD

What good is pitching if you don't have the defense to back it up? Like everything else in baseball, good fielding depends on being aware of the situation. If the other team has a man on first with less than two outs and the pitcher at the plate, get ready for the sacrifice bunt. If they have a man on third and hit a fly to the outfield, look for the runner to tag up and try to gun him down at the plate. In *Triple Play Baseball*, it's up to you to make the big plays.

FIELDING THE BALL

Move at normal speed	D-Button or left analog stick
Speed burst	D-Button or left analog stick + tap ✖
Switch to fielder nearest ball	▲
Jump	■ (while standing still)
Dive	■ + D-Button or left analog stick toward ball
Climb the wall	■ + D-Button or left analog stick at the wall

AFTER THE CATCH

Auto Throw to pitcher/cut-off man/base	✖
Conservative throw	Press ✖ normally + D-Button or left analog stick to select base
Aggressive throw	Press ✖ harder + D-Button or left analog stick to select base
Run to base with ball	● + D-Button or left analog stick to select base

With Auto Throw, the CPU selects either a base, cutoff man, or the pitcher to throw the ball to, based on which play it thinks is best. You can override Auto Throw by pressing the D-Button + ✖ to select a base to throw to.

- Throwing is pressure-sensitive, so the speed/aggressiveness of the throw depends on how hard you press ✖. A throw meter appears at the bottom of the screen to indicate the power of your throw.

EA TIP: Aggressive throws are by nature less accurate than normal throws, so save them for when you have to make the big play.

- When throwing the ball or running to a specific base, remember that the D-Button and the left analog stick correspond to the diamond. For example, to make an aggressive throw to first base, press ✖ hard + D-Button or left analog stick ➔.

AT THE PLATE

Are you ready to stare down the barrel of a 100 mph fastball? Or maybe he'll be throwing you a breaking ball away. Crowd the plate if you want, but be prepared to face the chin music.

Position batter	**R2** + D-Button or left analog stick
Turn batter to open/closed stance	**L1/R1**
Move **batting cursor**	left analog stick
Swing	✖
Bunt	●

- To **aim a hit**, use your batting cursor. To hit a fly ball, try to get under the ball a bit (hit the bottom half of the ball). To hit a ground ball, hit on top of the ball. To hit a line drive, aim for the meaty center. The timing of your swing determines to which area of the field you hit. Swing earlier to pull the ball (left field for right-handed batters) or later to hit to the opposite field (right field for right-handed batters).

EA TIP: The closer you get the center of your batting cursor to the center of the ball, the more power you get out of your swing.

ON THE BASEPATHS

Running the basepaths is one of those things that people only notice when you do it poorly. One key to good baserunning is knowing your baserunners. A catcher will usually be slower than a center fielder and therefore less likely to be able to stretch a long single into a double. Pay attention to who is on base so you don't run yourself out of an inning.

NOTE: The CPU automatically runs the bases for you, but you can override the CPU by performing the following moves.

Steal (before windup)	D-Button to select which base to steal
Speed burst	Tap ✖
Advance single baserunner	D-Button or left analog stick to select the base to advance to
Retreat single baserunner	Right analog stick to select the base to retreat to
Advance all baserunners	**L1**
Retreat all baserunners	**R1**
Slide feet-first	●
Slide head-first	■

When running, the D-Button corresponds to the diamond. For example, if you want your man on second to steal third, press the D-Button ⇐ (for third base).

EA TIP: If you're playing a team that gives up a lot of runs, you can afford to play it conservatively when running the bases. If you're facing a tough pitcher, you'd better get more aggressive.

EA TIP: If it's going to be a close play for your baserunner at the plate, tap ✖ repeatedly to barrel into the catcher; the collision may knock the ball loose.

SETTING UP THE GAME

Triple Play Baseball is all about playing the way you want to play. Choose from four different modes and customize your audio options, game options, and much more.

MAIN MENU

From the Main menu, you can set your game options or get right down to the field and play ball.

Quick Start a nine-inning, Rookie-level game between two randomly-selected teams

Choose a Single Game (➢ p. 10), Season (➢ p. 15), Playoffs (➢ p. 18), or Big League Challenge (➢ p. 13)

View credits for *Triple Play Baseball* or check out the upcoming lineup from EA SPORTS

Set your game, roster options, and more (➢ *Options* on p. 19)

GAME MODES

SINGLE GAME	Play a single game between any two Major League Baseball or All-Star™ teams. ➢ below.
SEASON	Take your team through a complete baseball season. You set the Season length, difficulty, and more. ➢ p. 15.
PLAYOFFS	Skip the regular season and head right for the high drama of the playoffs. ➢ p. 18.
BIG LEAGUE CHALLENGE	Unpack your heavy lumber for a Tournament or a One-on-One competition. ➢ p. 13.

STARTING A SINGLE GAME

Play a fully-customizable single game between two teams of your choice.

To start a Single Game:

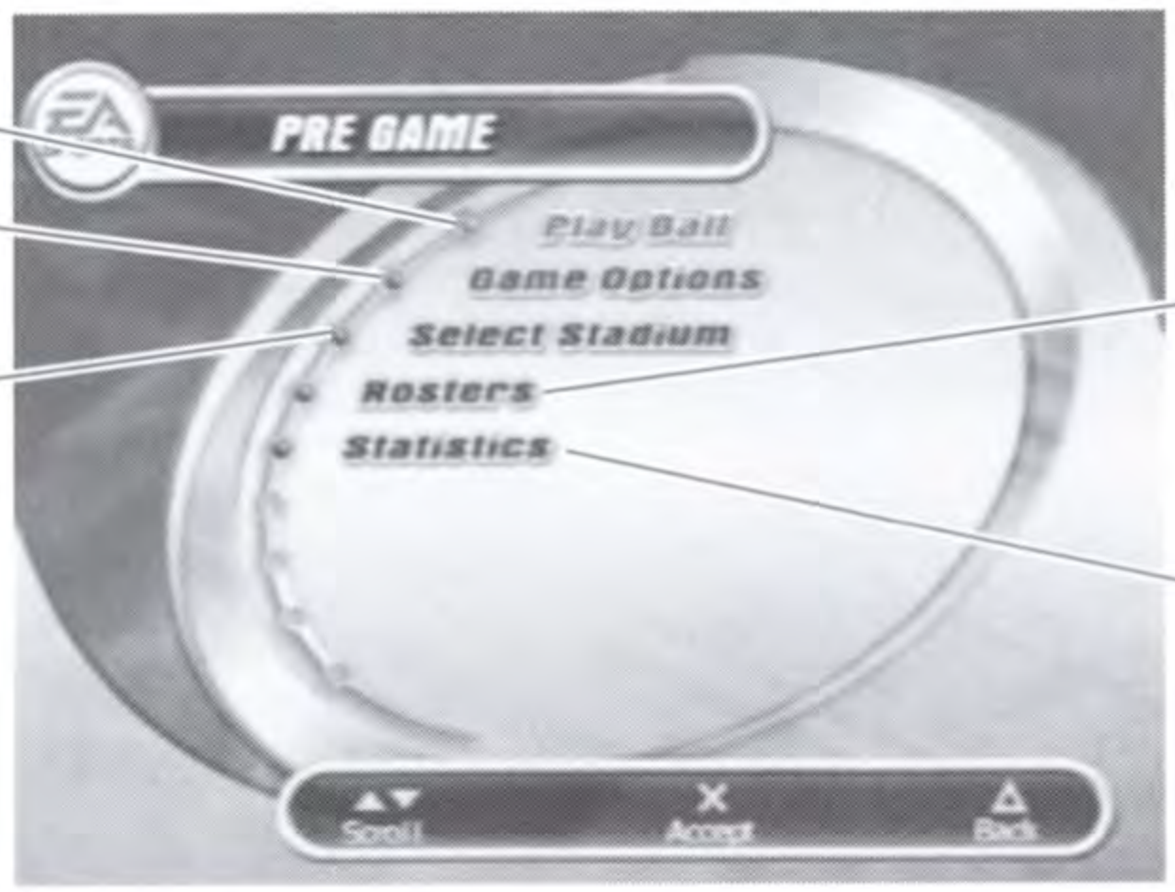
1. From the Game Modes screen, choose SINGLE GAME. The Team Select screen appears.
2. Press the D-Button ↔ to select an Away team, then press ✖ to accept your choice.

3. Follow step **2** to select your Home team. The Controller Select screen appears.

4. Press the D-Button ↔ to assign a controller to a team. The Pre Game screen appears.

If you do not assign a controller to either team, you can watch two CPU-controlled teams play against each other.

5. At the Pre Game screen, highlight PLAY BALL and press ✖ to head to the field.



PLAY BALL!

There's nothing like playing nine innings on fresh-cut grass on a warm summer day. The stadium is packed with tens of thousands of fans ready to root, root, root for the home team. They came to see the leather flashing and the rawhide flying, and you're not going to let them go home disappointed. Now grab your glove and get out on the field!

GAME FLOW

START OF GAME

During the warm-ups, veteran announcers Buck Martinez and Sean McDonough introduce the teams and provide pre-game analysis.

NOTE: Press ✖ if you wish to skip animations (batters warming up, home run trots, etc.) during the game. You can skip the pre-game analysis the same way.

BETWEEN INNINGS

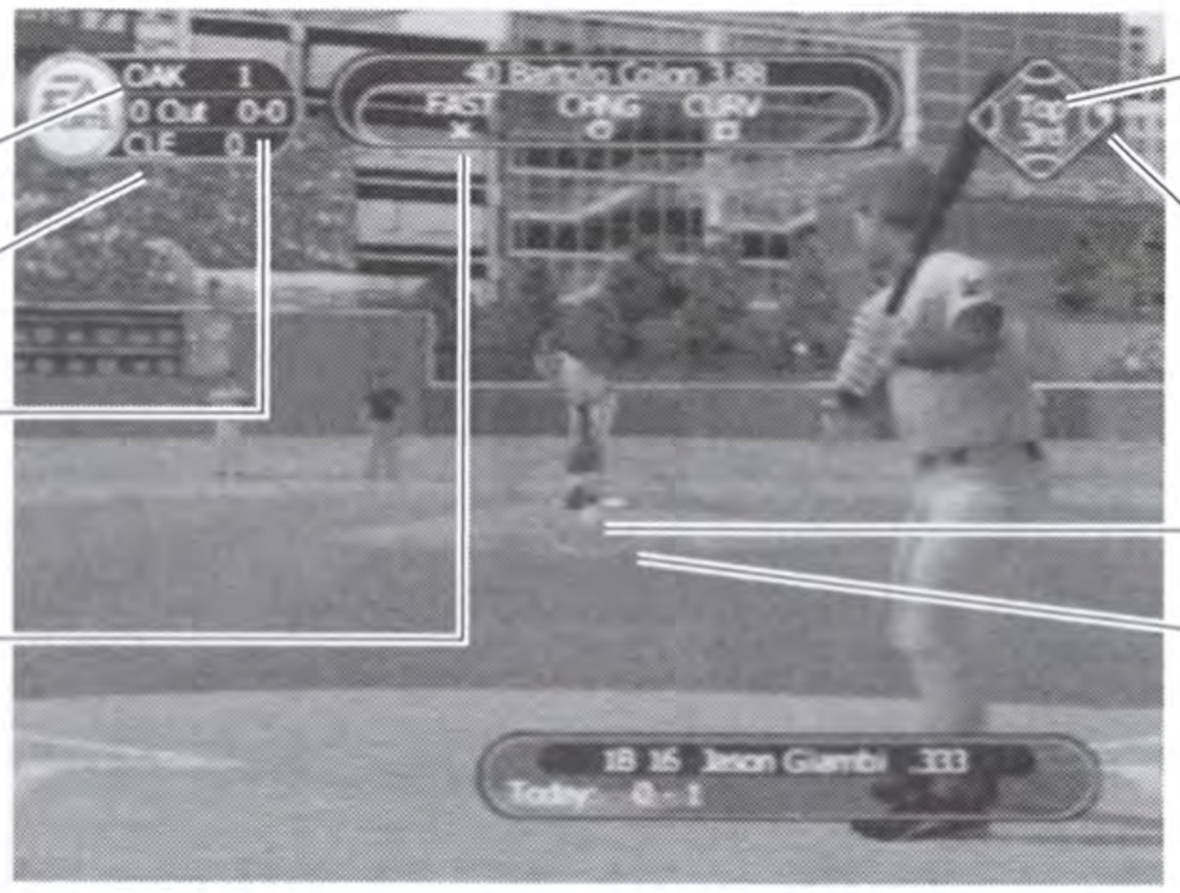
Before each half inning, the computer shows an updated score and an overlay of the first three batters due up.

END OF GAME

Following the victors' post-game celebration, the Game Results screen shows the line score and the player of the game.

GAME SCREEN

Triple Play Baseball game screen is as easy to use as it is impressive to look at. Information only appears when you need it, meaning you get to see more of the action!



PAUSE MENU

Access the Pause menu at any time during the game to adjust your roster, change your options, or just take a break from the action.

➪ To access the Pause menu, press **START**.

ROSTER	Go to the Current Lineup screen to check stats, such as pitcher energy level, and substitute players.

➪ To check your pitcher's energy level, highlight his name on the Roster and press the D-Button ⇦.

To make a substitution:

1. Cycle through the roster in the Current Lineup screen, then select a player by pressing ✖. The Bench menu appears.
2. Highlight a bench player in the Substitute column, then press ✖ to insert that player into the lineup (**SELECT** to cancel).

➪ Press **L2** to access the lineup and statistics for your opponent. Press **R1** to toggle between season and game stats.

⊘ You cannot change an opponent's lineup.

NOTE: The Roster option is only available when you access the Pause menu while the pitcher has the ball in-hand and before a pitch selection has been made.

OPTIONS	Change volumes and set your game options. Toggle Widescreen ON if you have a widescreen television. For a description of all other options, ➢ *Game Options* on p. 22.
INSTANT REPLAY	View an instant replay of the last play (➢ *Instant Replay* below).
SELECT CONTROLLERS	Change which team you control or hand over control of both teams to the CPU.
QUIT	Quit the game and return to the Main menu.

INSTANT REPLAY

Want to see if the ump made the right call? Or maybe you just want to relive the glory of your unassisted triple play one more time. Access Instant Replay from the Pause menu and you can watch your last play again and again.

OTHER GAME MODES

In addition to Single Game play, *Triple Play Baseball* offers other challenging and customizable game modes. Test your managerial skills in 162-game season or just flex your brawn in a Big League Challenge.

BIG LEAGUE CHALLENGE

The best long-ball bashers in the Majors are out to prove whose swing packs the biggest punch. Select contestants to participate in a Tournament or a One-on-One competition, and choose to play in Cashman Field or any of the 30 Major League ballparks. In both modes, each batter continues to bat until he has 3 outs—an out being any ball swung at that doesn't clear the fence.

After the game ends, the Big League Challenge Results screen appears. If your performance ranks among the top ten, enter your initials to preserve your results.

The default stadium for Big League Challenge is Cashman Field in Las Vegas, NV, home of the real Major League Baseball Players Association event.

TOURNAMENT

Play multiple rounds of head-to-head, long-ball action. Twelve men enter. Only one emerges as the Big League Challenge champion.

TOURNAMENT SET-UP SCREEN

Set the players in the first round of the single-elimination Tournament. In this and each consecutive round, you choose the players you control. The computer simulates the rest.

To start a Tournament:

1. Select TOURNAMENT from the Big League Challenge screen. The Select Players screen appears.
2. Press the D-Button to highlight a player you want to replace, then press ✖.
3. Choose the player you want to replace him with (press the D-Button ↔ to select a team, then ↕ to select a player) and press ✖ again.

Press ■ to toggle a player control between CPU and USER.

4. When you have your lineup set, press **START**. The Round 1 screen appears.
5. Press the D-Button to highlight a match you want to play (if the match has a user-controlled player) or simulate (if the match is between two CPU-controlled players), then press ✖ to select. If you choose to play a match, the Controller Select screen appears.

Press ● to simulate all matches.

6. Press the D-Button ↔ to assign a controller to a player, then press ✖. The Big League Challenge screen appears.
7. From the Big League Challenge screen, you can change your Gameplay Settings (▷ *Game Options* on p. 22) or select a stadium.
8. Highlight PLAY BALL and press ✖ to start your game.

If you're in the middle of a heated Big League Challenge match and have to tear yourself away for a while, save your match between rounds and load it later to continue the action.

To save a Big League Challenge game:

1. When you are between rounds, press ■.
2. Highlight SAVE and press ✖.

3. Press ✖ again, then enter a file name (press the D-Button ↕ to change letters, ↔ to add letters, ⇦ to delete letters).
4. Press ✖ to save your game.

To load a Big League Challenge game:

1. Select OPTIONS from the Main menu. The Options screen appears.
2. Select SAVE/LOAD OPTIONS. The Save/Load screen appears.
3. Highlight LOAD and press ✖.
4. Highlight BLC and press ✖.

ONE-ON-ONE

Two players slug it out in a classic home run contest. The rules are simple: the batter who clubs the most home runs, wins.

To select a batter:

1. Press the D-Button ↔ to select a team, then ↕ to highlight a player.
2. Press ✖ to select the highlighted player.
3. Follow steps **1.** and **2.** to select another player.
4. When you have two players selected, press ✖. The Controller Select screen appears.
5. Follow steps **6.** through **8.** of *To start a Tournament* (▻ p. 14) to start your game.

SEASON MODE

Guide your favorite team through an entire season (including an All-Star Game™) and try to earn a playoff berth and a shot at the World Series.

SEASON OPTIONS

Access the Season screen by selecting SEASON from the Game Modes screen. The default Season and Playoff lengths are the official Major League lengths.

DIFFICULTY	Set to **ROOKIE**, PRO, or ALL-STAR.
SEASON LENGTH	Choose a season of 15, 30, 60, or **162** games.
PLAYOFF LENGTH	Set the number of games for the three playoff rounds at 1-1-1, 1-1-3, 3-3-5, or **5-7-7**.
NUMBER OF INNINGS	Choose 1, 3, 5, 7, or **9** innings for your game.
ERRORS	When **ON**, players will be prone to the occasional error on the field.

DRAFT — When ON, you participate in a draft. You may also have the CPU conduct the draft for you. When **OFF**, you play the season with Major League rosters.

NOTE: Team rosters in *Triple Play Baseball* are determined by actual Major League Baseball rosters as of January 15, 2001.

➪ Press ✖ to advance to the Season Team Select screen.

SEASON TEAM SELECT SCREEN

Choose the team(s) that you control during a season.

➪ Select the teams you control, then press **START** to begin your season or, if the Draft option is turned ON, proceed to the Draft screen.

THE DRAFT

This is your chance to build your own club from the ground up. All of the biggest bats, the fastest legs, and the strongest arms are thrown into one big draft pool, waiting to be added to your dream roster. Pick your favorite star first before he gets snatched up by another team.

➪ To conduct a draft, toggle the Draft option ON at the Season Options screen (➢ p. 15).

DRAFT ORDER SCREEN

Choose your own draft order, select the Major League Baseball draft order based on the 2000 season, or have the CPU set the draft order randomly.

Create your own draft order. Press the D-Button ↕ and press ✖ to add teams to the Draft Order box

Have the CPU randomly set the draft order

Set the draft order based on the official 2000 season

Have the CPU finish a draft order that you started

Clear the Draft Order box and start over

Once you select the Teams option, press ▲ to return to the option bar on the left

Press the D-Button ↔ to access the Draft Order box, then highlight a team and press ✖ to remove the team from the draft order

➪ Press **START** when you have finalized the draft order. An overlay appears asking if you wish to draft manually. If you choose YES, the Draft screen appears.

DRAFT SCREEN

Conduct the draft yourself (**CHOOSE PLAYER**), or have the computer conduct the draft (CPU FINISH).

➪ You can see which teams have drafted which players at any point in the draft by selecting Draft Review.

➪ Once you select Choose Players, press ▲ to return to the option bar on the left.

➪ Press **START** when you have finalized the draft. The Season screen appears.

SEASON SCREEN

From the Season screen you can access the season schedule, statistics, standings, league leaders, and more.

Access the season schedule and select a game to play or simulate

View the current records of each team by division

Access the Roster options menu (➢ *Roster Options* on p. 19)

Check out the top players in the major categories for batting and pitching

View the full season statistics by team

Save your season settings, stats and standings (➢ *Saving and Loading* on p. 23)

To start a Season game:

1. From the Season screen, select PLAY GAMES. The Season Schedule screen appears.
2. Press the D-Button ↕ to highlight the appropriate game, then press ■ to toggle USER/CPU control for the highlighted matchup (games involving teams you own default to USER).
3. Press ✖ to choose your game. If you have chosen a user-controlled game, the Controller Select screen appears.
4. Press the D-Button ↔ to assign a controller to a team.
5. When you have your controllers assigned, press ✖. The Pre Game screen appears.
6. Highlight PLAY BALL and press ✖.

- At the end of each game, the Game Results screen appears. Select DONE to continue to the Season Info screen.
- Following the season, press **START** at the Season screen to view post-season award winners, then press **START** again to begin the Playoffs.

PLAYOFFS MODE

Eight teams battle it out in the playoffs: three division leaders and one wildcard team in each league. You can guarantee your team a spot in the post-season by skipping the regular season and heading straight for the playoffs.

PLAYOFFS OPTIONS SCREEN

Set the playoff length (the number of games in each round), the difficulty level, the number of innings per game, and errors.

PLAYOFFS TEAM SELECTION SCREEN

Choose the eight playoff teams. The American League™ bracket appears on the top half of the screen; the National League™ on the bottom half. Select the away teams (on the left) in both leagues first, then the home teams (on the right) in both leagues.

To change teams in the playoff bracket:

1. Press the D-Button ↕ to highlight a team, then press the D-Button ↔ to cycle through available teams.
2. Press ■ to toggle CPU/USER control. Press ✖ to advance to the Playoffs screen.

PLAYOFFS SCREEN

View schedules, statistics, and more. The Playoffs screen offers the same options as the Season screen (▷ p. 17), with the exception of Playoff Leaders instead of League Leaders.

To start a playoff game:

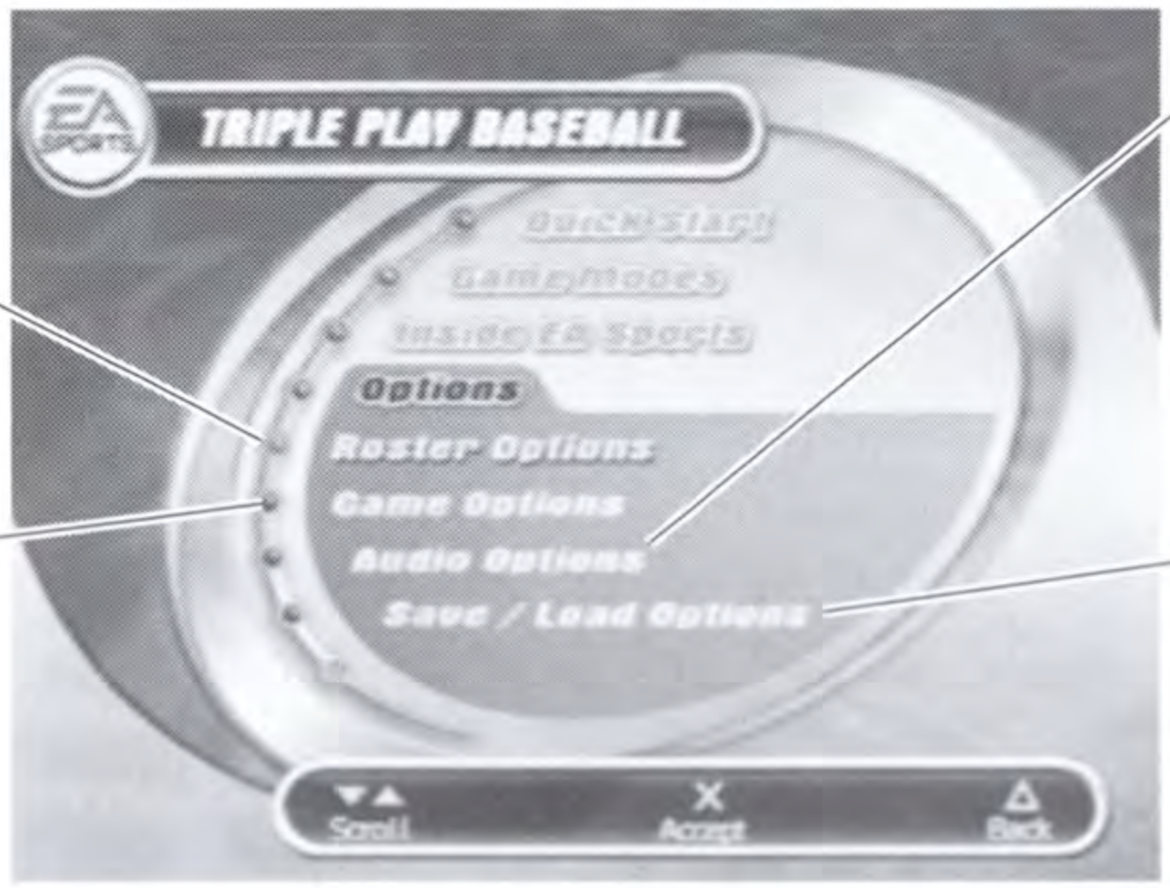
1. Select PLAY GAMES from the Playoffs screen.
2. Press the D-Button ↕ to highlight a game, then press ✖ to select.
3. When prompted, choose to play the game or have the CPU simulate it. Press ✖ to begin your game. The Controller Select screen appears.

- Selecting SIM does not allow you to watch the simulated game; it merely shows you the final score. If you wish to watch the computer simulate a game, select PLAY then do not assign controllers to either team at the Controller Select screen.

⇨ For user-controlled games, proceed as you would for a Season game. (▷ *To start a Season game* on p. 17.)

OPTIONS

From setting your rosters to adjusting the crowd volume to changing your difficulty levels, *Triple Play Baseball* puts you in control of all the action.



Conduct trades, create new players, and more (➢ *Roster Options* below)

Set game options such as Difficulty level and number of Innings (➢ *Game Options* on p. 22)

Adjust volume levels for Music, Sound FX, Crowd, and Announcer, plus set Playback at MONO or STEREO

Save, load, or delete files (➢ *Saving and Loading* on p. 23)

ROSTER OPTIONS

Don't like the way one of your players has been performing? Bench him and give another guy a shot. Need to fill a hole in your lineup? See which free agents are available for signing. You can do it all from Roster Options.

➢ When an option screen allows you to highlight a player (for trading, signing, etc.), press ● to view the highlighted player's statistics and other information.

➢ Press **L1**/**R1** to cycle through the teams on most screens in the Roster Options menu.

TRADES

To trade players:

1. Press **L1**/**R1** to cycle through the teams, then press the D-Button ↕ to cycle through the players or ↔ to switch between the two teams currently on screen.

2. Cycle through the team rosters, then highlight the players you want to trade and press ✖. The highlighted players appear in their Trading Blocks.

3. Press ■ to complete the deal.

4. When the deal is done, press ▲ to return to Rosters screen.

CREATE PLAYERS

Create a custom player and give him your own name! Choose from several batting styles for position players and pitching styles for pitchers. After you create a player you can sign him to your team as a free agent (➢ *Sign Free Agent* below).

To create a player:

1. To name your player, press the D-Button ↕ to select a letter, then press the D-Button ➔ to move on to the next letter.
2. When you have the whole name entered, press ✖.
3. Press the D-Button ↕ to select an attribute, then press the D-Button ↔ to change the attribute.
4. Once you have finished customizing a player, press ✖ to save the player.

⇨ A popup window asks if you want to sign your created player to a team. Select **NO** to return to the Create Player screen. Select YES to advance to the Free Agent screen.

EDIT/DELETE PLAYER

Select these options to edit/delete a created player. These options aren't available until you create a player.

⚾ You cannot edit a created player's name, position, or jersey number.

⇨ Press ▲ when you are done creating players to return to the Rosters screen.

SIGN FREE AGENT

When you want to sign a player that is currently not on any team's roster, including your own created players, access the Free Agents screen. This screen functions the same as the Trade screen (➢ p. 19).

NOTE: To sign a free agent, you must first release a player from the team to which you are signing the free agent.

LINEUP

Switch the batting order or replace starting position players with players off the bench.

➪ The process for changing your pitching rotation is the same as for your starting lineup, but must be done through the Pitching Rotation screen.

To change the batting order or insert a bench player into the starting lineup:

1. Press the D-Button ↕ and press ✖ to select a starter. The starter's name is highlighted.
2. Either stay in the Batting Order column or press the D-Button ➔ to highlight the Bench column, then press the D-Button ↕ again to choose another starter or bench player, then press ✖. The players trade places.
3. Press ▲ when you are done to return to the Rosters screen.

NOTE: You cannot substitute a position player with a pitcher and vice versa.

PITCHING ROTATION

You can adjust your pitching rotation in the same way you adjust your lineup (➢ *Lineup* above).

DEFENSE

Triple Play Baseball lets you move players to different positions, so you can have a right fielder play catcher and vice versa.

To change the defensive lineup:

1. Press the D-Button ↕ and press ✖ to select a player/position to swap. The player appears in the attributes box.

2. Follow step **1.** to select another player who you want to trade positions with the first player you selected.

3. Press ■ to complete the swap.

4. Press ▲ when you are done to return to the Rosters screen.

You can only change the position of your starters on this screen.

Pitchers cannot be switched for position players and vice versa.

SAVE ROSTERS

Save your rosters to a MEMORY CARD (8MB) (for PlayStation 2) (➢ *Saving and Loading* on p. 23).

RESET ROSTERS

Restore the *Triple Play Baseball* default rosters.

GAME OPTIONS

Make the game as easy or as hard as you want. Beginners should start out at **ROOKIE** Difficulty level with the Fielding help turned **ON**.

DIFFICULTY	Select your skill level: **ROOKIE**: The best place to start for beginners. Hitting is much easier in this mode, and the CPU plays loose defense. PRO: A moderate challenge in which the CPU takes more chances on the bases and reacts a bit quicker on defense. ALL-STAR™: Here's your chance to really test your skills. The CPU plays very aggressively on offense and has a very tight defense.
INNINGS	Choose 1, 3, 5, 7, or **9** innings. The Innings option is not accessible from the Pause menu.
ERRORS	When **ON**, there's a chance that fielders will make errors.
FIELDING AID	When **ON**, a cursor helps direct you to where the ball is going to land.
PITCH POWER METER	When **ON**, a meter appears above the pitcher's head showing the strength behind his pitch.

OVERLAYS	Select STATISTICS to view statistical-based overlays, **HELP** for more on-screen help during the game, ATTRIBUTES for your current batter's skill ratings, or CYCLE to cycle through both the-STATISTICS and ATTRIBUTES overlays.
CONTROLLER 1 AND CONTROLLER 2 VIBRATION	Toggle OFF to turn off the vibration feedback on your DUALSHOCK™ 2 analog controller. Default is **ON**.

SAVING AND LOADING

Triple Play Baseball saves user-defined options and all data for a Season, Playoff, or Big League Challenge on a MEMORY CARD (PS2).

NOTE: For Triple Play Baseball, you can only Save or Load files from MEMORY CARD slot 1.

SAVE/LOAD SCREEN

Go to the Save/Load screen to load, save, or delete a file.

To save a file:

➪ Highlight SAVE, then press ✖. Press ✖ again, then enter a file name (press the D-Button ⇨ to add letters; ⇦ to delete letters; ⇕ to change letters, then press ✖.)

To load/delete a file:

➪ Press the D-Button to highlight LOAD or DELETE, then press ✖. Then highlight the file to load or delete and press ✖.

NOTE: Never insert or remove a MEMORY CARD (PS2) when loading or saving files.

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